

STAR WARS: BOUNTY HUNTER - BEYOND THE GAME 2.0

AUDIO / MUSIC / SOUNDTRACK CONCEPT

The tracks in this folder are an attempt to assemble a proper "Star Wars: Bounty Hunter" soundtrack. The music contained in the other folders on this disc are a fairly random collection of tracks used in the game, and are not in any thematic order.

The goal is to showcase the original Jeremy Soule tracks composed for the game, along with the classic John Williams "Star Wars" themes featured at the beginning and end of the game. There are certainly more Jeremy Soule original cues included in the other "music" folders, but (with a few exceptions) most short tracks and ones with sound effects were not included here.

Many of the music tracks ripped from the game files start and end very abruptly, as they would play in a constant loop during gameplay. A piece of music would often play over and over, and it was edited in a such a way as to sound seamless during gameplay. When editing the music for inclusion here, I let most of the tracks that looped in the game play through two complete loops.

Many of the official titles of Jeremy Soule's compositions in "Star Wars: Bounty Hunter" remain a mystery. Often information can be found by searching what music has been copyrighted by a performer at the U.S. Copyright Office (www.copyright.gov), the Library of Congress (www.loc.gov), or ASCAP (www.ascap.com), but nothing could be found related to this game's music. The only titles that I know are 100% correct are the four tracks that were made available for free download at the official site (www.starwarsbountyhunter.com).

This "soundtrack concept" was edited and assembled by Galactus.

If you double-click the file titled "[playlist].m3u" in this folder, your mp3 player of choice should load a playlist of the 16 tracks that are included here.

The following are details on the compositions included here:

01. LUCASARTS INTRO (0:34)

This track plays in the background as LucasArts' logo appears onscreen at the beginning of the game. Elements of the "Jango Fett Theme" and "Komari Vosa Theme" are included; unfortunately sound effects can be heard throughout.

02. STAR WARS MAIN TITLE (1:34)

The classic movie theme by John Williams, as heard in the game's opening cut scene.

03. JANGO FETT THEME (1:56)

This track was recorded from the game's menu screens. A slightly different mix of the song was made available for download on the official site.

04. MONTROSS ON THE HUNT (1:07)

This played during the first cut scene that featured Montross, and when he was shown in his ship "on the hunt," thus the title I created for this track with an unknown name. This was recorded from the game's ending credits.

05. ROZATTA THEME (0:59)

This track title is unknown, but it is undoubtedly Roz's theme music, as it played during the cut scenes when Jango would talk to her. This was recorded from the game's ending credits.

06. ALWAYS OUTGUNNED, ALWAYS OUTNUMBERED (2:01)

The correct title is unknown. I'm using a title used in an early fan-created soundtrack, because I like it.

07. MANDALORIAN RAGE (0:13)

This is the music that plays when Jango picks up a "Mandalorian Rage" power-up in the game.

08. ZAM WESELL THEME (0:27)

This track title is unknown, but it is undoubtedly Zam's theme music, as it played during the cut scenes when Jango would talk to her. This was recorded from the game's ending credits. This is not a complete recording of the song, as more of it can be heard during the game's cut scenes.

09. VOSA'S LEGIONS (2:12)

In some fan-created soundtracks, this was titled "Legions Of The Dark Side." Since Vosa's slaves weren't exactly adherents to the Dark Side of the Force, I renamed it to be a little more accurate.

10. JANGO CONFRONTS MONTROSS (1:27)

This track was made available for download at the official site. This music plays during the in-game cut scenes right before each of the three battles between Jango and Montross.

11. MONTROSS THEME (2:02)

This plays during the battle each of the three times Jango faced Montross. The title of the track is unknown, but it is obviously Montross' theme music.

12. SUSPENSE (1:09)

This was recorded from the official web site for the Japanese version of the game, "Star Wars: Jango Fett." It plays on the main page of the site, but is not featured on the English version of the site. It doesn't seem to actually play in the game itself, but the track has elements of the "Jango Fett Theme." The title "Suspense" comes from the name of the Flash audio file that the music was extracted from.

13. MOON OF THE DEAD (2:11)

A track with an unknown name that plays during the final levels of the game.

14. BANDO GORA THEME (2:01)

This theme plays throughout parts of the "Moon Of The Dead" level in the game. This version plays during the game, which is a slightly different mix of the track that was made available at the official site.

15. KOMARI VOSA THEME (2:11)

This theme plays during Jango's final battle with Komari Vosa at the end of the game. This version plays during the game, which is a slightly different mix of the track that was made available at the official site.

16. CREDITS (4:27)

This music plays during the end credits after you complete the game. The beginning of the song does contain John Williams' "End Title" music that plays at the beginning of the credits in each "Star Wars" film, but it is followed by three Jeremy Soule tracks from the game (themes for Montross, Roz, and Zam), before finally ending with the "Jango Fett Theme."